

YŌKAI

an abstract Roguelike board game
by Arnaud DE BOCK

妖怪

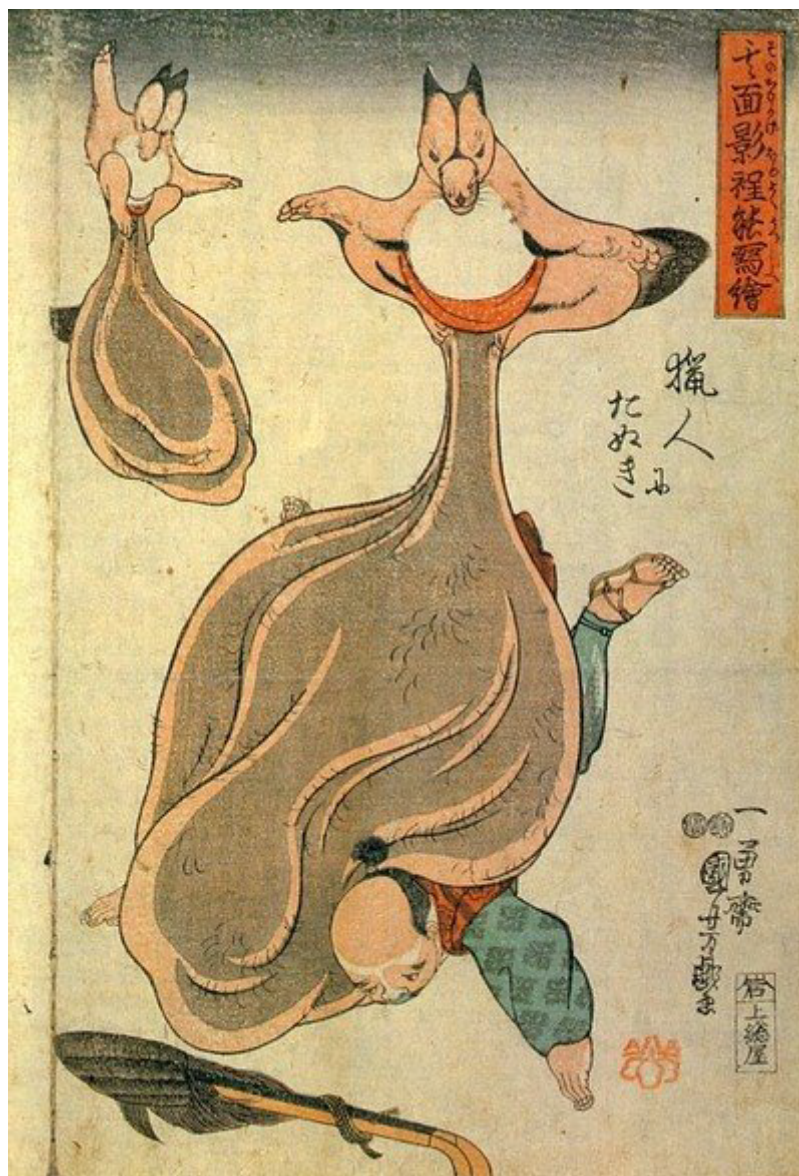
London, England

Tan tan tanuki no kintama wa

Kaze mo nai no ni bura bura

Tan tan tanuki's balls

Even without wind they blowing around



Yōkai is a game specially designed for the Seven Day Roguelike Challenge.

It's a modular abstract, print, cut and play game

<http://7drl.org>

This game is inspired by "Hive" by John Yianni, "Zaga 33" by Michael Brough and the Hnefatafl board game.

Any feedback or ideas to improve the game are welcome :
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SET UP

What you need to play to Yōkai :

- A table or a flat surface.
- 11 blue hexagon **Yōkai** cards
- 11 orange hexagon **Yōkai** cards

(You will find them at the end of this PDF)

- These rules
- 2 players

Each player takes all 11 cards of one colour and places them face up in front of them.

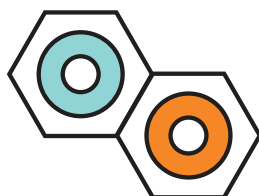
The object of Yōkai

The object of the game is to capture the Tanuki King of your opponent and at the same time trying to stop your opponent to do the same.

The first player who capture the Tanuki King of the opponent wins.

PLAYING Yōkai

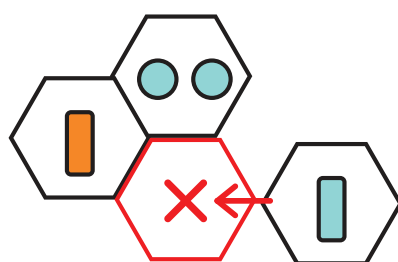
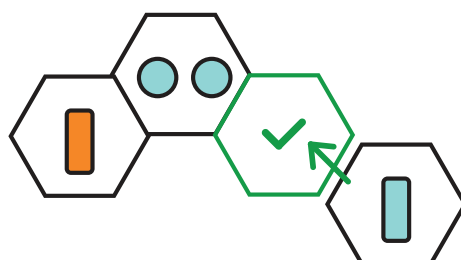
Play begins with the both Tanuki Kings, at the center of the table, edge to edge. The player who has the biggest hand goes first.



Players then take turns to either place or move any one of their piece.

PLACING:

A new piece can be introduced into the game at any time. This piece may not be placed next to a piece of the opponent color.



The touch-move rule

If a player intentionally touches a piece on the board when it is his turn to move, then he must move or capture that piece if it is legal to do so. The player claiming a touch-move violation must do so before making a move.

The WOOD

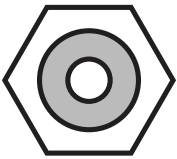
The pieces in play define the playing surface, known as the Wood.

MOVING:

You can decide whether to use each turn to place another piece or to move one of the pieces that have already been placed. Each Yōkai has its own way of moving about the Wood and it's possible to move pieces to a position where they touch one or more of your opponent's tiles.

NB : All pieces must always touch at least one other piece. If a piece is the only connection between two parts of the Wood, it may not be moved. The only exception is for the Tanuki King capture, in which case the player is allowed to divide the Wood, if necessary.

The Yōkais :



The Tanuki King : 1 blue / 1 orange

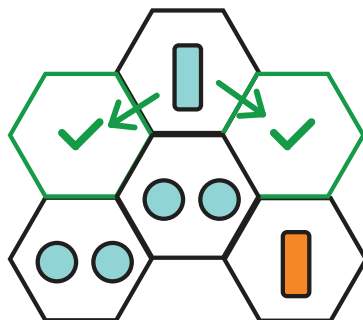
This is the most important and the most fragile of your pieces.

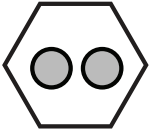
The Tanuki King can do 1, 2 or 3 actions per turn.
The Tanuki King can't capture any pieces.



The Tanuki 6 blue / 6 orange

The tanuki has only one action per turn.
He can move one space or capture (see capture). It may only move around pieces that are in direct contact and it may not move across to a piece that is not in direct contact with.

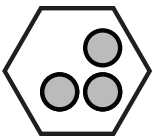
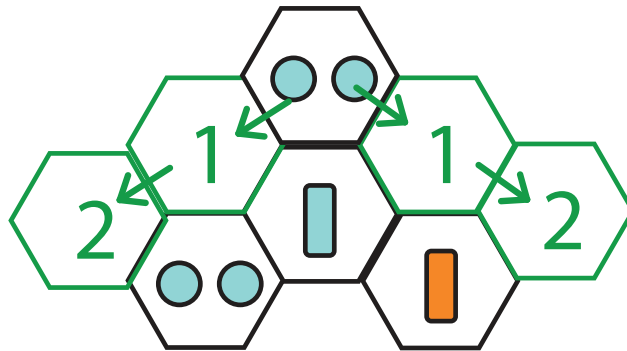




The Hebi 2 blue / 2 orange

The Hebi has only two actions per turn.

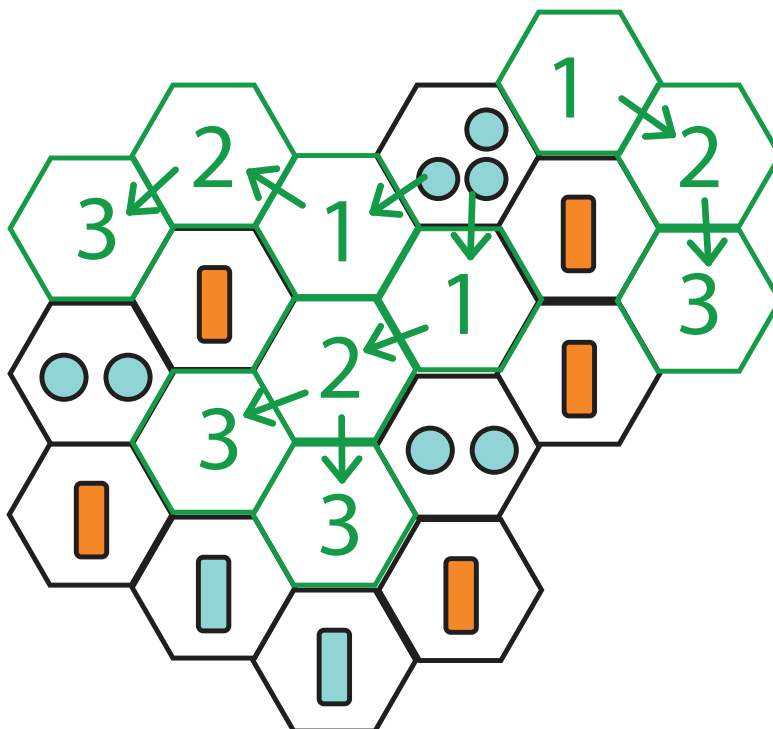
He can move 2 space or move one space and capture (see capture chapter). It may only move around pieces that are in direct contact with on each step of its move and it may not move across to a piece that is not in direct contact with.



The Kitsune 2 blue / 2 orange

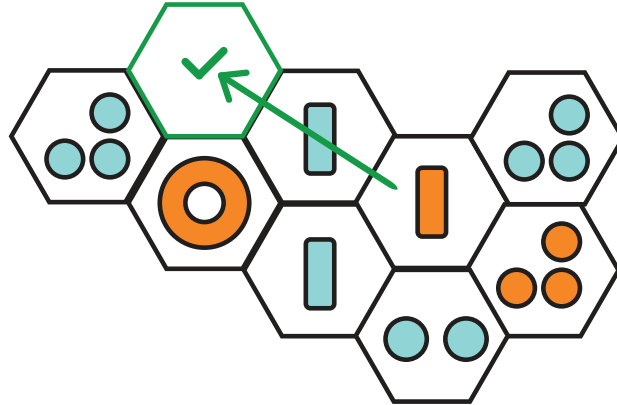
The Kitsune got only two actions per turn.

He can move 3 space or move one space and capture (see capture chapter). It may only move around pieces that are in direct contact with on each step of its move and it may not move across to a piece that is not in direct contact with.



Capture

In order to capture a piece you need to have remaining action points. You also need to be able to capture the piece without breaking the Wood. One piece that is captured is flipped and taken out of the Wood. The only exception is for the Tanuki King capture, in which case the player is allowed to divide the Wood, if necessary.



Freedom to move

The Yokais can only move in a sliding movement. If a piece is surrounded to the point that it can no longer physically slide out of its position, it may not be moved.

Similarly, no piece may move into a space that it cannot physically slide into.

Unable to move or place.

If a player can't neither place a new piece nor move an existing piece, the turn passes to their opponent who then takes his turn again,

End of the game.

The game ends as soon as one of the Tanuki King is captured.

If both players are unable to move or place, the game is drawn.

Annexe

In Bushu, Tanma-gun, in the village of Bunkokuji, the village headman Heigo was once visited by a tanuki who had disguised itself as a Buddhist monk. The tankuki claimed to be a monk from the Murasaki Otoku temple in Kyoto, and was under a vow of silence so could only communicate by written notes.

Bunkokuji was just a small, countryside village and the headman was honored to have such a holy guest, one who was so diligent in walking the eight-fold path of the Buddha. He invited the monk to stay with him and be fed as a guest.

Now, the handwriting of this monk was most peculiar. He freely mixed the styles of artful Chinese calligraphy and machine-printed Japanese with some strange flourishes that Heigo had never seen before. There were many grammatical mistakes as well, and Heigo thought it looked like the sort of thing that a tanuki would write.

By the morning, the monk had disappeared, and outside his house Heigo found the body of a tanuki who had been torn apart by local dogs. His suspicions were confirmed.

There are many such stories of tanuki writings that have been passed down through the years.

source :

<http://hyakumonogatari.com/2011/04/28/the-writing-of-tanuki/>

More information of the Yōkai here :

<http://hyakumonogatari.com/2013/08/30/tanuki-no-kintama-tanukis-giant-balls/>

CREDITS

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